

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Presently Amended) A method for configuring a gaming machine via an interactive configuration screen, the method comprising:

displaying a first plurality of ~~maximum pay line values~~ a maximum number of pay lines for a single game theme;

detecting operator selection of a ~~first maximum pay line value~~ maximum number of pay lines from the first plurality of ~~maximum pay line values~~ the maximum number of pay lines;

displaying a second plurality of ~~maximum pay line values~~ a maximum number of pay lines for the single game theme responsive to the operator selection from the first plurality of the maximum number of pay lines, the second plurality of the maximum number of pay lines being different than the first plurality of the maximum number of pay lines;

detecting operator selection of a ~~second maximum pay line value~~ maximum number of pay lines from the second plurality of ~~maximum pay line values~~ the maximum number of pay lines; and

configuring game play of the gaming machine based on the ~~first maximum pay line value and based on the second maximum pay line value~~ maximum number of pay lines selected from each of the first plurality of the maximum number of pay lines and the second plurality of the maximum number of pay lines.

2. (Presently Amended) The method of claim 1, wherein the first plurality of ~~maximum pay line values~~ the maximum number of pay lines is displayed in response to operator

selection of a first denomination value from a plurality of denomination values displayed on the interactive configuration screen.

3. (Presently Amended) The method of claim 2, wherein the second plurality of ~~maximum pay line values~~ the maximum number of pay lines is displayed in response to operator selection of a second denomination value from the plurality of denomination values displayed on the interactive configuration screen.

4. (Presently Amended) The method of claim 3, further comprising:  
detecting selection of a save indication displayed on the interactive configuration screen;  
causing a player selectable mechanical button of the gaming machine to correspond to the selected maximum number of pay lines from the first maximum number of pay lines ~~first maximum pay line value~~ during game play utilizing the first denomination value; and  
causing the player selectable mechanical button to correspond to the selected maximum number of pay lines from the second maximum number of pay lines ~~second maximum pay line value~~ during game play utilizing the second denomination value.

5. (Presently Amended) The method of claim 3, wherein each of the first plurality of the maximum number of pay lines ~~maximum pay line values~~ is determined by a manufacturer of the gaming machine to provide optimum game play by a player utilizing the first denomination value, and wherein each of the second plurality of the maximum number of pay lines ~~maximum pay line values~~ is determined by the manufacturer of the gaming machine to provide optimum game play by a player utilizing the second denomination value.

6. (Cancelled).

7. (Presently Amended) A method for operator selection of manufacturer-limited game configuration values for single-themed game play on a gaming machine, the gaming machine including a video display for displaying an interactive configuration screen, the method comprising:

detecting operator selection of a first game denomination value from a plurality of game denomination values displayed on the interactive configuration screen;

in response to detecting operator selection of the first game denomination value, displaying a first plurality of different manufacturer-limited game configuration values;

detecting operator selection of a first manufacturer-limited game configuration value from the first plurality;

detecting operator selection of a second game denomination value from the plurality of game denomination values;

in response to detecting operator selection of the second game denomination value, displaying a second plurality of different manufacturer-limited game configuration values different than said first plurality of different manufacturer-limited game configuration values;

detecting selection of a second manufacturer-limited game configuration value from the second plurality; and

configuring game play based on the first manufacturer-limited game configuration value and based on the second manufacturer-limited game configuration value.

8. (Previously Presented) The method of claim 7, wherein each of the first plurality of different manufacturer-limited game configuration values comprises a maximum pay line value and a payback percentage, and wherein each of the second plurality of different manufacturer-limited game configuration values comprises a maximum pay line value and a payback percentage.

9. (Previously Presented) The method of claim 8, wherein at least two of the maximum pay line values of the first plurality are different, and wherein at least two of the maximum pay line values of the second plurality are different, and wherein the first manufacturer-limited game configuration value is substantially different from the second manufacturer-limited game configuration value.

10. (Previously Presented) The method of claim 8, further comprising:  
detecting selection of a save indication displayed on the interactive configuration screen;  
causing a first player selectable mechanical button of the gaming machine to correspond to a first maximum pay line value associated with the first manufacturer-limited game configuration value during single-themed game play utilizing the first game denomination value;  
causing the first player selectable mechanical button to correspond to a second maximum pay line value associated with the second manufacturer-limited game configuration value during single-themed game play utilizing the second game denomination value;  
causing a second player selectable mechanical button of the gaming machine to correspond to a first maximum credits per line value associated with the first manufacturer-

limited game configuration value during single-themed game play utilizing the first game denomination value;

causing the second player selectable mechanical button to correspond to a second maximum credits per line value associated with the second manufacturer-limited game configuration value during single-themed game play utilizing the second game denomination value;

causing the gaming machine to pay out a first payback percentage associated with the first manufacturer-limited game configuration value during single-themed game play utilizing the first game denomination value; and

causing the gaming machine to pay out a second payback percentage associated with the second manufacturer-limited game configuration value during single-themed game play utilizing the second game denomination value.

11. (Previously Presented) The method of claim 7, wherein each of the first plurality of different manufacturer-limited game configuration values is determined by a manufacturer of the gaming machine to provide optimum single-themed game play utilizing the first game denomination value, and wherein each of the second plurality of different manufacturer-limited game configuration values is determined by the manufacturer to provide optimum single-themed game play utilizing the second game denomination value.

12-15 (Cancelled).

16. (Presently Amended) A gaming machine for single theme game play comprising:  
a video display;  
a plurality of mechanical buttons selectable by a player during game play; and  
a controller operatively coupled to the video display and the plurality of mechanical buttons, the controller comprising a processor and a memory coupled to the processor, the controller being programmed to:

display a first plurality of ~~maximum pay line values~~ a maximum number of pay lines on the video display,

detect operator selection of a ~~first maximum pay line value~~ maximum number of pay lines from the first plurality of ~~maximum pay line values~~ the maximum number of pay lines,

display a second plurality of ~~maximum pay line values~~ a maximum number of pay lines on the video display responsive to the selection from the first plurality of the maximum number of pay lines, the second plurality of the maximum number of pay lines being different than the first plurality of the maximum number of pay lines,

detect operator selection of a ~~second maximum pay line value~~ maximum number of pay lines from the second plurality of ~~maximum pay line values~~ the maximum number of pay lines, and

configure single theme game play of the gaming machine based on the ~~first maximum pay line value and based on the second maximum pay line value~~ maximum number of pay lines selected from each of the first plurality of the maximum number of pay lines and the second plurality of the maximum number of pay lines.

17. (Presently Amended) The gaming machine of claim 16, wherein the first plurality of ~~maximum pay line values~~ the maximum number of pay lines is displayed in response to operator selection of a first denomination value from a plurality of denomination values displayed on the video display.

18. (Presently Amended) The gaming machine of claim 17, wherein the second plurality of ~~maximum pay line values~~ the maximum number of pay lines is displayed in response to operator selection of a second denomination value from a plurality of denomination values displayed on the video display.

19. (Presently Amended) The gaming machine of claim 18, wherein the controller is further programmed to:

detect selection of a save indication displayed on the video display;

cause a mechanical button of the plurality of mechanical buttons to correspond to the selected maximum number of pay lines from the first plurality of the maximum number of pay lines ~~first maximum pay line value~~ during single theme game play utilizing the first denomination value; and

cause the mechanical button to correspond to the selected maximum number of pay lines from the second plurality of the maximum number of pay lines ~~second maximum pay line value~~ during single theme game play utilizing the second denomination value.

20. (Presently Amended) The gaming machine of claim 18, wherein each of the first plurality of the maximum number of pay lines ~~maximum pay line values~~ is determined by a

manufacturer of the gaming machine to provide optimum game play by a player utilizing the first denomination value, and wherein each of the second plurality of the maximum number of pay lines ~~maximum pay line values~~ is determined by the manufacturer of the gaming machine to provide optimum game play by the player utilizing the second denomination value.

21. (Presently Amended) The gaming machine of claim 16, wherein at least one of the second plurality of the maximum number of pay lines ~~maximum pay line values~~ is different from at least one of the first plurality of the maximum number of pay lines ~~maximum pay line values~~.

Claims 22-31 (Cancelled).